

Chat Bubble

Chat Bubble aava-chat-bubble renders conversational messages with support for user/AI alignment, avatars, timestamps, and optional action icons per message (copy, like/dislike, speak, reply). import { AavaChatBubbleComponent } from "@aava/play-core" ; Usage ■ API ■ Inputs ■ Name Type Default Description messages Array<{ sender: 'user' | 'ai'; senderName: string; time: string; text: string; avatar: string; icons: { name: string; label: string }[]; }> [] Message array to render. Sender controls alignment and bubble styling. customStyles Record<string, string> {} Optional custom styles to apply to the chat bubble component dynamically. Methods ■ copyMessage(text: string) : Copies message text to clipboard. reactToMessage(reaction: 'like' | 'dislike') : Hook to handle reactions. replyToMessage() : Hook to trigger reply flow. speakMessage(text: string) : Uses Speech Synthesis to read message aloud. CSS Variables ■ Chat Bubble uses CSS variables for theming: Variable Description --chat-bubble-user-background-color Background color for user messages. --chat-bubble-user-text-color Text color for user messages. --chat-bubble-ai-background-color Background color for AI messages. --chat-bubble-ai-text-color Text color for AI messages. --chat-bubble-font-family Font family used in chat bubbles. --chat-bubble-text Primary text color used in chat bubbles. --chat-bubble-line Line color used for separators or borders. --chat-bubble-font-weight Font weight used in chat bubbles. --chat-bubble-font-size-md Medium font size used in chat bubbles. --chat-bubble-font-size-sm Small font size used in chat bubbles. --chat-bubble-font-size-xs Extra small font size used in chat bubbles. Accessibility ■ Keyboard focusable action icons. Announce message content to assistive tech using readable DOM text. Optional speech synthesis via speakMessage . Best Practices ■ Keep messages concise and scannable. Include timestamps and sender names when useful. Prefer semantic colors via tokens for light/dark themes. Related ■ Avatar Icon Prompt Bar

■ No code found